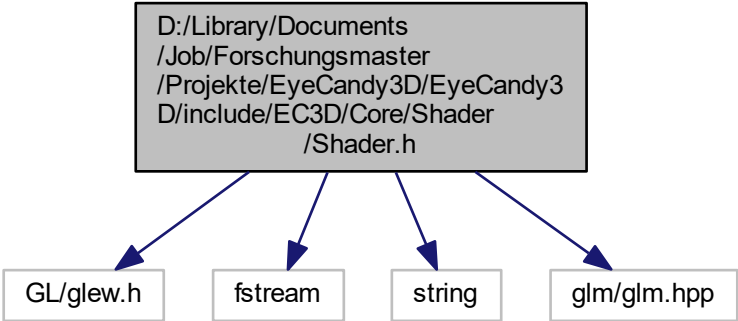


D:/Library/Documents  
/Job/Forschungsmaster  
/Projekte/EyeCandy3D/EyeCandy3  
D/include/EC3D/Core/Shader  
/Shader.h



```
graph TD; A["D:/Library/Documents /Job/Forschungsmaster /Projekte/EyeCandy3D/EyeCandy3 D/include/EC3D/Core/Shader /Shader.h"] --> B["GL/glew.h"]; A --> C["fstream"]; A --> D["string"]; A --> E["glm/glm.hpp"];
```

GL/glew.h

fstream

string

glm/glm.hpp